

WHAT IS CLAIMED IS:

1. A gaming system having a transmitting/receiving device;  
the transmitting/receiving device comprising a receiving section, connected via a communication line to a terminal or gaming machine placed in a facility, for wirelessly receiving information from a mobile terminal;  
the transmitting/receiving device transmits/receives a predetermined information signal to/from the terminal, the gaming machine, the mobile terminal, or an information managing apparatus placed in the facility in response to an information signal received from the mobile terminal by way of the receiving section; and  
the transmitting/receiving device is provided with the terminal, the gaming machine, or the information managing apparatus placed in the facility.
2. A wireless communication terminal unit having a transmitting/receiving device;  
the transmitting/receiving device comprising a receiving section, connected via a communication line to a terminal or gaming machine placed in a facility, for wirelessly receiving information from a mobile terminal; and  
the transmitting/receiving device transmits/receives a predetermined information signal to/from the terminal, the gaming machine, the mobile terminal, or an information managing apparatus placed in the facility in response to an information signal received from the mobile terminal by way of the receiving section.
3. A wireless communication terminal unit according to claim 2, further comprising a connecting part which connects with a monitor camera module which monitors the facility.
4. A wireless communication terminal unit according to claim 2, comprising a structure attachable to, and detachable from the terminal or gaming machine.
5. A wireless communication terminal unit according to claim 2,

wherein the receiving section comprises a receiving surface which receives a personal information signal transmitted from a position in front of the gaming machine.

6. A wireless communication terminal unit according to claim 5, wherein the personal information signal is transmitted via an infrared ray.

7. A wireless communication terminal unit according to claim 2, wherein the wireless communication terminal unit is connected to the terminal or the gaming machine via a wired or wireless communication line.

8. A wireless communication terminal unit according to claim 2, wherein the wireless communication terminal unit is connected to the information managing apparatus via a wired or wireless communication line.

9. A wireless communication terminal unit according to claim 2, wherein the terminal placed in the facility is a terminal which stores therein at least one of information concerning the gaming machine and information concerning a whole arcade where the gaming machine is placed.

10. A wireless communication terminal unit according to claim 2, wherein the terminal placed in the facility is a device which rents a gaming medium utilized in the gaming machine.

11. A wireless communication terminal unit according to claim 2, wherein the terminal placed in the facility is a device which exchanges money.

12. A wireless communication terminal unit according to claim 2, wherein the facility where the terminal is placed is an arcade, an amusement facility where the game machine is placed, a restaurant, or a convenience store.

13. A gaming machine comprising a wireless communication terminal unit having a transmitting/receiving device;

the transmitting/receiving device comprising a receiving section, connected via a communication line to a terminal or gaming machine placed in a facility, for wirelessly receiving information from a mobile terminal; and

the transmitting/receiving device transmits/receives a predetermined

information signal to/from the terminal, the gaming machine, the mobile terminal, or an information managing apparatus placed in the facility in response to an information signal received from the mobile terminal by way of the receiving section;

wherein the gaming machine further comprises an attachment which is attachable to and detachable from the wireless communication terminal unit.

14. A gaming machine according to claim 13, wherein the gaming machine is a pachinko gaming machine or a slot machine.

15. A gaming system comprising a plurality of gaming machines, at least one of the gaming machines being connected via a communication line to the information managing apparatus and having an attachment which is attachable to and detachable from the wireless communication terminal unit having a transmitting/receiving device;

the transmitting/receiving device comprising a receiving section, connected via a communication line to a terminal or gaming machine placed in a facility, for wirelessly receiving information from a mobile terminal; and

the transmitting/receiving device transmits/receives a predetermined information signal to/from the terminal, the gaming machine, the mobile terminal, or an information managing apparatus placed in the facility in response to an information signal received from the mobile terminal by way of the receiving section.

16. A gaming system comprising the wireless communication terminal unit according to claim 2, wherein the mobile terminal is a cellular phone, a laptop computer, or a PDA (Personal Digital Assistant).

17. A gaming system comprising:

an arcade-related device, placed in an arcade, which provides a predetermined service in response to insertion of a coin;

an information managing apparatus which is connected to the arcade-related device via a communication line and which comprises a transmitting/receiving device

adapted to wirelessly communicate with a mobile terminal operated by a floor staff member of the arcade; and

a notification signal transmitting device which transmits a notification signal to the information managing apparatus when a value of an object to be reported in the arcade-related device reaches a predetermined reference value;

the transmitting/receiving device comprises:

a notification signal receiving device which receives the notification signal; and

an alarm signal transmitting device which transmits an alarm signal to the mobile terminal for displaying onto a display section of the mobile terminal an alarm image indicating that the value of the object to be reported in the arcade-related device sending the notification signal has reached the predetermined reference value when the notification signal is received.

18. A gaming system according to claim 17, wherein the value of the object to be reported is the amount of money stored in the arcade-related device.

19. A gaming system according to claim 17, wherein the alarm image includes an image indicative of a position of the arcade-related device sending the notification signal.

20. A gaming system according to claim 17, wherein the mobile terminal is a cellular phone, a laptop computer, or a PDA (Personal Digital Assistant).

21. A gaming system according to claim 17, wherein the arcade-related device and the information managing apparatus are connected to each other via a wired or wireless communication line.

22. A gaming system according to claim 17, wherein the wireless communication with the mobile terminal is made via an infrared ray.

23. A gaming system according to claim 17, wherein the arcade-related device is a device which rents a gaming medium utilized in the gaming machine.

24. A gaming system according to claim 17, wherein the arcade-related device is a device which exchanges money.

25. A gaming system according to claim 17, wherein the arcade-related device is a prepaid card issuing machine.

26. A gaming system according to claim 17, wherein data for the alarm image is stored in a storage device of the information managing apparatus and transmitted to the mobile terminal together with the alarm signal.

27. A gaming system according to claim 17, wherein data for the alarm signal is stored in a storage device of the mobile terminal and displayed onto the display section of the mobile terminal when the mobile terminal receives the alarm signal.

28. A gaming system according to claim 18, wherein the arcade-related device is a device which rents a gaming medium utilized in the gaming machine; and

wherein the gaming system comprises at least one of a bill nearly-full sensor which outputs a predetermined detection signal when the amount of stored bills reaches a predetermined upper limit, and a gaming medium nearly-end sensor which outputs a predetermined detection signal when the amount of stored gaming media reaches a predetermined lower limit.

29. A gaming system according to claim 18, wherein the arcade-related device is a device which exchanges money; and

wherein the gaming system comprises at least one of a bill nearly-end sensor which outputs a predetermined detection signal when the amount of stored bills reaches a predetermined lower limit, and a coin nearly-end sensor which outputs a predetermined detection signal when the amount of stored coins reaches a predetermined lower limit.

30. A gaming system according to claim 18, wherein the arcade-related device is a prepaid card issuing machine; and

wherein the gaming system comprises a card nearly-end sensor which outputs a predetermined detection signal when the amount of stored prepaid cards reaches a predetermined lower limit.

31. An information managing apparatus having a transmitting/receiving

device;

the transmitting/receiving device comprising:

a notification signal receiving device, connected via a communication line to an arcade-related device placed in an arcade and adapted to provide a predetermined service in response to insertion of a coin, which enables a wireless communication with a mobile terminal operated by a floor staff member of the arcade, and which receives a notification signal transmitted from the arcade-related device when a value of an object to be reported in the arcade-related device reaches a predetermined reference value; and

an alarm signal transmitting device which transmits an alarm signal to the mobile terminal so as to display onto a display section of the mobile terminal an alarm image indicating that the value of the object to be reported in the arcade-related device sending the notification signal when the notification signal is received.

32. An information managing apparatus according to claim 31, wherein the value of the object to be reported is the amount of money stored in the arcade-related device.

33. A wireless communication terminal unit having a transmitting/receiving means;

the transmitting/receiving means comprising a receiving section, connected via a communication line to a terminal or gaming machine placed in a facility, for wirelessly receiving information from a mobile terminal; and

the transmitting/receiving means for transmitting/receiving a predetermined information signal to/from the terminal, the gaming machine, the mobile terminal, or an information managing apparatus placed in the facility in response to an information signal received from the mobile terminal by way of the receiving section.

34. A gaming machine comprising a wireless communication terminal unit having a transmitting/receiving means;

the transmitting/receiving means comprising a receiving section, connected via a communication line to a terminal or gaming machine placed in a facility, for wirelessly receiving information from a mobile terminal; and

the transmitting/receiving means for transmitting/receiving a predetermined information signal to/from the terminal, the gaming machine, the mobile terminal, or an information managing apparatus placed in the facility in response to an information signal received from the mobile terminal by way of the receiving section;

wherein the gaming machine further comprises attachment means for being attachable to and detachable from the wireless communication terminal unit.

35. A gaming system comprising:

an arcade-related device, placed in an arcade, which provides a predetermined service in response to insertion of a coin;

an information managing apparatus which is connected to the arcade-related device via a communication line and which comprises transmitting/receiving means adapted to wirelessly communicate with a mobile terminal operated by a floor staff member of the arcade; and

notification signal transmitting means for transmitting a notification signal to the information managing apparatus when a value of an object to be reported in the arcade-related device reaches a predetermined reference value;

the transmitting/receiving means comprises:

notification signal receiving means for receiving the notification signal; and

alarm signal transmitting means for transmitting an alarm signal to the mobile terminal for displaying onto a display section of the mobile terminal an alarm image indicating that the value of the object to be reported in the arcade-related device sending the notification signal has reached the predetermined reference value when the notification signal is received.

36. An information managing apparatus having transmitting/receiving means;

the transmitting/receiving means comprising:

notification signal receiving means, connected via a communication line to an arcade-related device placed in an arcade and adapted to provide a predetermined service in response to insertion of a coin, for enabling a wireless communication with a mobile terminal operated by a floor staff member of the arcade, and receiving a notification signal transmitted from the arcade-related device when a value of an object to be reported in the arcade-related device reaches a predetermined reference value; and

alarm signal transmitting means for transmitting an alarm signal to the mobile terminal so as to display onto a display section of the mobile terminal an alarm image indicating that the value of the object to be reported in the arcade-related device sending the notification signal when the notification signal is received.